

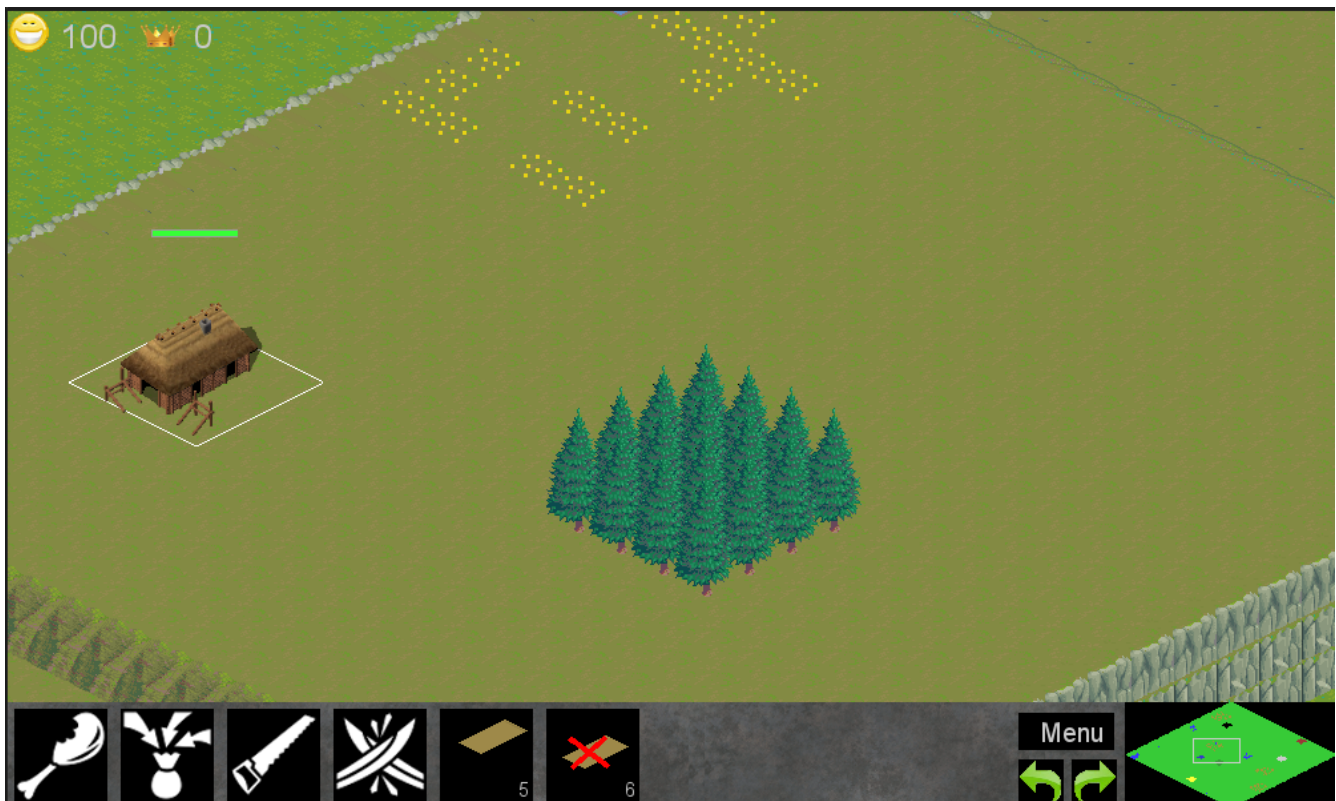
Citadel Guide

Controls

Game is controlled mainly by mouse. In menus, you can also use arrows and ENTER/ESCAPE to choose option or go back. In main game, you can invoke menu by pressing ESCAPE and use buttons on the panel by pressing their number. You can also click on small arrows near minimap on the panel to rotate map by 90 degrees.

Building basic village

At the beginning of each game you have to build warehouse. Good position is near forest.



To build a village you will need a lot of wood. It is produced by woodcutter, which must be built next to the forest. To build a woodcutter, click on black and white saw button, then select the second building and finally click nearby the forest to build it.



Wood produced by woodcutter must be carried to warehouse, so you should build path between these two buildings.



Currently no people live nearby the woodcutter. This can be solved by building house which will be connected by path with woodcutter.



The woodcutter is producing wood, which is carried to warehouse. By clicking on the warehouse you can see the amount of resources you have. Now it's time to start producing food. Because you are near the forest, it would be good to build hunter there.



If your hunter is connected by path to warehouse and has some house nearby, it should be producing meat. But the meat is not used, it is only carried to the warehouse. To distribute it to your people, you have to build market. It should be build near houses and connected by path to them.



Happiness

In the upper left corner of the screen there is number next to emoticon, which shows you the happiness of your people. At the beginning of the game it's 100. The more it is - the better, because for every point, your production buildings will work 1% faster. Only building which influences happiness is house. Basic houses decrease happiness a little, but if you upgrade them, they will start increasing it. But that's not all. Houses also need some resources - mainly food of different kinds. If you fail to give it to them, it will decrease happiness.

Honor

Honor is useful for unlocking new buildings and for creating advanced units. You can see how much you have in upper left corner, next to crown. There are two buildings which can produce it - Great hall and Church. Great hall gives you small happiness bonus when it is build and upgraded. If this is not enough, you can held feasts there. This will cost you some food, but you will gain more honor for it. Second building, which can gave you honor is Church. It is more advanced and you need to unlock it.

Military

Soldiers are trained in barracks, where they also live. This means that barracks should have food supply, otherwise your soldiers will be losing health and will eventually die. You should build some defensive buildings like towers and walls and place your soldiers on them. This will increase their resistance against ranged attacks.

Before enemy attack you will see countdown in right upper corner, which will tell you, how much time lefts before enemies will come to map. After countdown run out group of enemy soldiers will appear on borders of map. Every attack will be stronger then the previous ones.

List of units

Name	Life	Armor	Attack	Range	Attack speed	Movement speed	Note
Spearman	60	0	7	3	1	1	
Axeman	150	3	14	1	1	1	
Bowman	80	0	9	5	1	1	
Swordsman	250	5	30	1	1	1	
Catapult	200	0	50	8	0.25	0.5	Only for enemies

List of buildings

Special buildings

House

Workers live in houses. To work right they should be connected by path with market to have access to food and other resources. Houses without upgrades needs one kind of food, with one upgrade two kinds of food, with two upgrades three kinds of food and fully upgraded houses needs three kinds of food and also pottery. Without these, happiness will decrease. Houses level influence happiness - better houses increase it. Also more people can live in better houses.

Market

Market supports near houses with food and pottery. It has few carriers, which brings the resources to the market. Upgrading market level increases capacity and maximal path distance between houses and market, which supports them. The distance is 10 tiles without any upgrades and 14 tiles with fully upgraded market.

Warehouse

It's the first building in every game which is used to store resources of all kinds. All existing warehouses share resources. If last warehouse is destroyed, player lost. Can't be upgraded.

Great hall

This building is for producing honor. Building it and upgrading it will increase honor by some value. But main function are feasts. They essentially convert food of different kinds and possibly also pottery to honor. Upgrading it will make it possible to hold bigger feasts.

Church

Church as well as great hall is made for honor production. Upgrading them will increase the pace of producing honor.

Store

Here it is possible to buy and sell various resources for gold. Maximal size of one deal is given by the capacity of store, which can be increased by upgrading this building. It must be connected by path to your other buildings, because traded resources must be carried to and from this building.

Barracks

Soldiers are trained here and they also live here. Because of it, barracks should be connected by path to rest of your network and food should be carried in. Otherwise soldiers who live there will be starving, their health will be decreasing and they will eventually die. Upgrading of this building will increase amount of soldiers who can live there and unlock more advanced units.

Production buildings

All the production buildings work almost the same, so they will be described together. They need workers in near houses and path between those houses and them to work properly. The maximal length of path from house to production building is 10, otherwise workers from house can't work in this building. Also they should be connected by path to warehouse or another place where the produced resources are used. Upgrading will increase speed of production, which is also effected by happiness.

Building name	Natural resources	Raw material	Produces
Quarry	Rocks		Stone
Woodcutter	Forest		Wood
Hunter	Forest		Meat
Fisherman	Water		Fish
Apple farm	Fertile land		Fruit
Dairy farm			Milk
Wheat farm	Fertile land		Wheat
Windmill		Wheat	Bread
Clay pit	Water		Clay
Pottery workshop		Clay	Pottery
Brickmaker		Clay	Bricks
Marble quarry	Marble rocks		Marble

Gold mine	Gold rocks		Gold
Coal mine	Coal rocks		Coal
Iron mine	Iron rocks		Iron
Smith		Iron	Weapons
Armourer		Iron, Coal	Armor
Fletcher			Bows

Military Buildings

Palisade

Palisade gives 50% chance to soldiers on it to evade range attacks.

Walls

Gives 75% chance to soldiers on it to evade range attacks.

Gates

Can be opened and closed by player. It is not possible for soldiers to be on it.

Towers

Tower gives 90% chance to soldiers on it to evade range attacks.

Stairs

Can be used to ascend to walls or palisade.